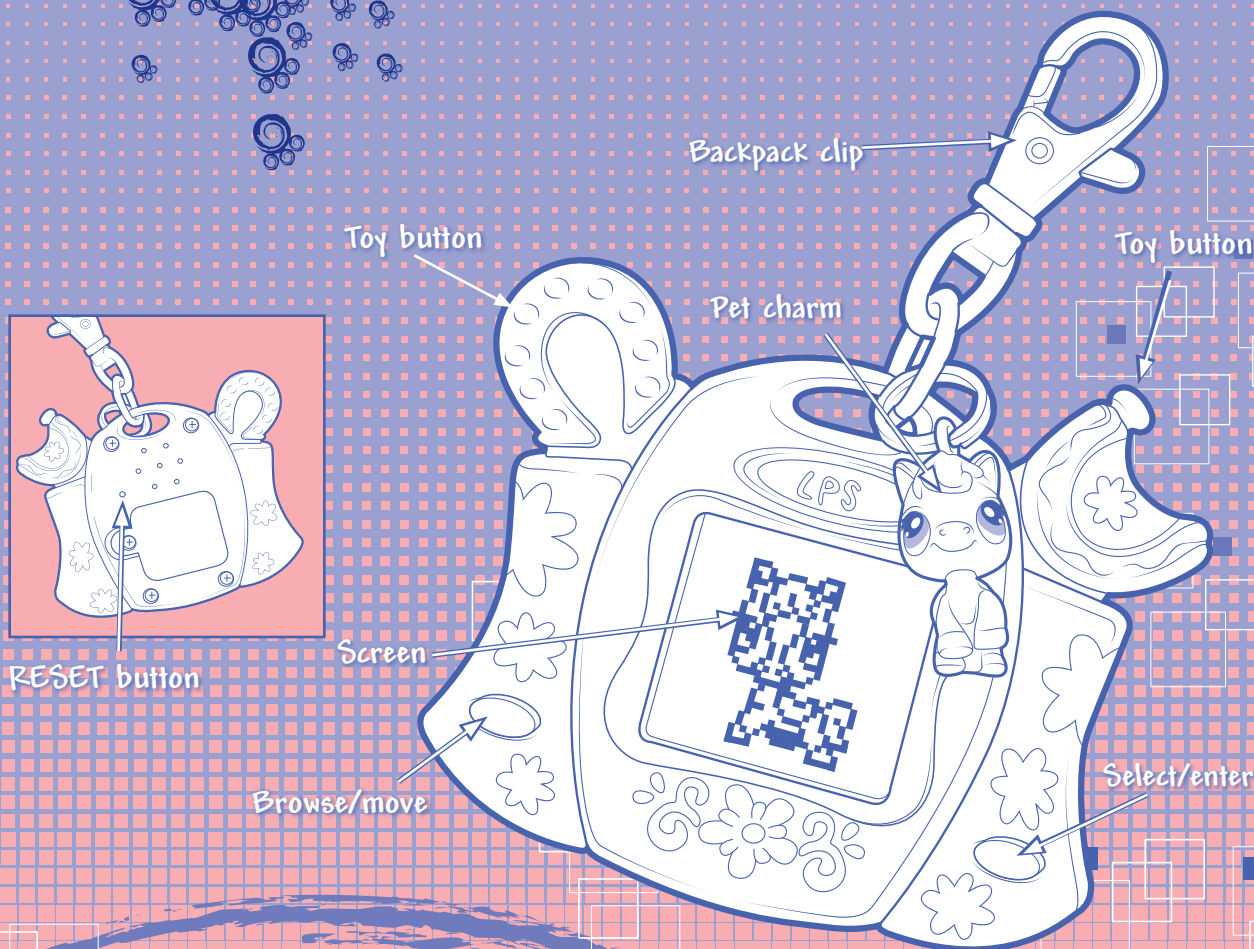


Littlest Pet Shop

AGES 6+
63716 Asst.

Digital Pet USER'S MANUAL



1
CR2032 Lithium

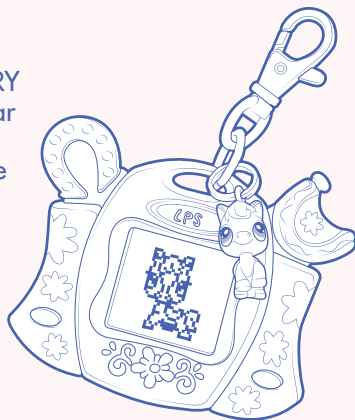
BATTERY INCLUDED

Replace with 1 x 3.0V "CR2032" lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.

PLAY MODE

Your toy comes packaged in "TRY ME" mode. To switch it to regular "PLAY" mode, just press either one of the toy buttons during the "TRY ME" animation.

After 2 minutes of non-activation, the toy will shut off. To turn back on, just touch one of the buttons on the front of the toy. All your game information will be saved.



PAW METER

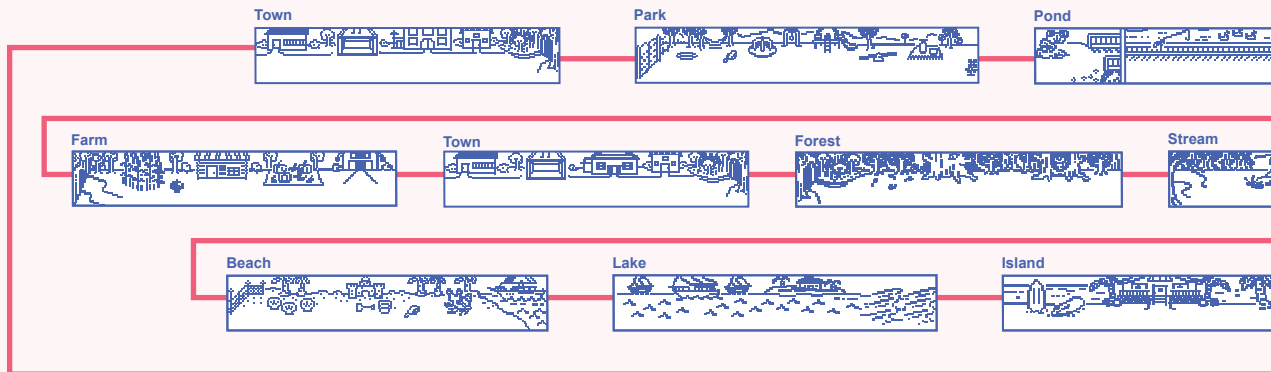
Is your pet happy, healthy and well fed? Find out by checking the Paw Meter! You can access the meter at any time -- just press both buttons on the front of the unit at the same time.

The 3 small circles at the top of the meter measure your pet's Health, Happiness and Hunger. When a circle is filled in, it means your pet is doing fine in that area. When a circle is empty, it means you need to give your pet some tender loving care!

HOW TO PLAY

Care for your pet and walk together through the LITTLEST PET SHOP® world to meet 10 new friends and play lots of great games!

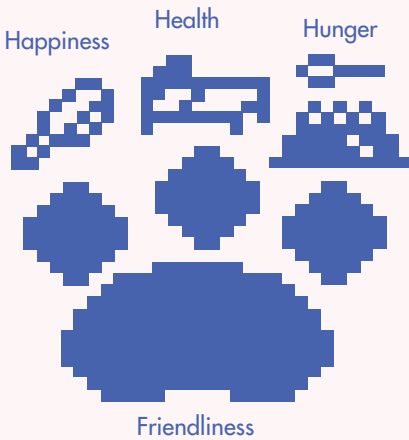
START



To take good care of your pet, you must take care of its basic needs – Health, Happiness and Hunger. By checking the Paw Meter (see above), you can see how well your pet is doing in all three areas.

Take care of your pet's ... by...	
Health.....	walking around and finding brushes to groom it
Happiness.....	playing with its toys and letting it sleep
Hunger.....	feeding it (and cleaning up the litter box!)

Your pet also needs friends... it'll meet lots of new pets as it travels along!



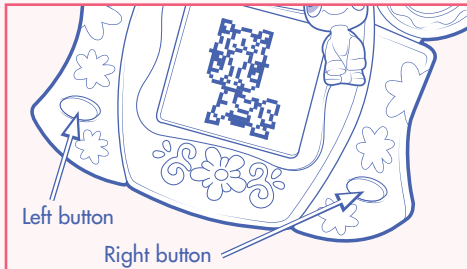
If just one of the small circles is empty, you won't know unless you check the meter or try to play a game. If two circles are empty, a cloud will appear over your pet's head to let you know. If all three circles are empty, the cloud will get dark! You can play games with your pet only when all three circles are filled in.

The large circle measures Friendliness. Every time your pet meets a new friend, the circle will fill up a little bit more. When your pet has met all 10 friends on its travels, the circle will be full.

Be sure to check the Pet Meter frequently – your pet needs lots of care!

GAMES

Press the left button to move from one game or activity to the next. Press the right button to choose, or press the left button to keep on moving.



For tips on playing all the different games, go to

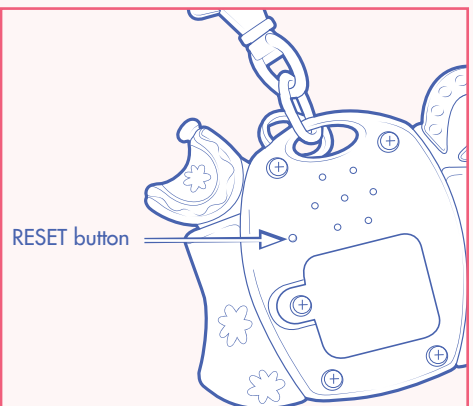
Littlestpetshop.com

RESET

If, after meeting all 10 pets, you want to restart the unit, press the RESET button (use the tip of a pen or paper clip) while holding down both front buttons; this will bring you back to "TRY ME" mode. To switch to regular "PLAY" mode, just press either one of the toy buttons during the "TRY ME" animation.

TROUBLESHOOTING

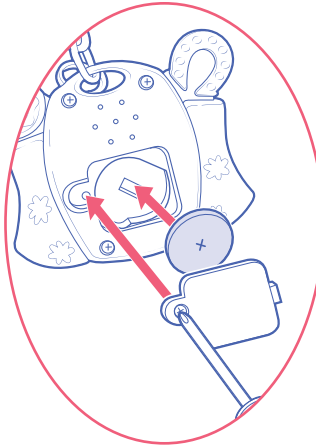
If toy does not respond, press the RESET button. (Use a pen or paper clip.)



care of your pet, the
an play together! If
ing happy, healthy or
play games with you
of.

TO REPLACE BATTERY

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door and remove old battery. Insert 1 x 3.0V fresh "CR2032" lithium battery. Replace door and tighten screw.



! CAUTION:

1. As with all small batteries, the battery used with this toy should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the battery is inserted correctly and always follow the toy and battery manufacturers' instructions.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

! CAUTION:

1. Always follow the instructions carefully. Use only battery specified and be sure to insert it correctly by matching the + and - polarity markings.
2. Remove exhausted or dead battery from the product.
3. Remove battery if product is not to be played with for a long time.
4. Do not short-circuit the supply terminals.
5. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (removing and re-inserting battery or pressing the reset button) if necessary.
6. **RECHARGEABLE BATTERY:** Always remove from the product before recharging. Recharge battery under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
7. As with all small items, this battery should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



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